

## **Tips & Tricks Guide for Crossy Road**

Crossy Road is a mobile game developed by Hipster Whale. The concept of the game stems from the joke "Why did the chicken cross the road?", although it is also described as "endless Frogger" due to its similarities with the eponymous game released by Konami in 1981. In addition, it draws influences from other games, such as FEZ, Flappy Bird, Skylanders, Subway Surfers, Temple Run and Tiny Wings.

The player's main objective in Crossy Road is to guide a mascot around obstacles such as rivers, trees, boulders and moving vehicles and advance as many steps as possible towards the upper-right corner of the screen without dying. The player controls the mascot by swiping the screen in the corresponding direction to move the mascot accordingly or tapping the screen to make the mascot take one step forward.



## Mascots

### Original Mascots

#### Chicken

The Chicken is the primary mascot and a playable character in Crossy Road.

#### Appearance

The Chicken has a basic structure similar to that of a chicken. It has white feathers, an orange bill and feet, and a red comb.

#### As an Obstacle

The Chicken makes an appearance while playing as the Disco Zoo. They appear in groups and will start to move side to side in a dancing fashion when the disco mode arrives and will stop dancing when the disco mode stops.

#### How to Obtain

The Chicken is the first mascot the player will get, as it is available when the app is downloaded. It is not possible to buy or unlock it from the Prize Machine.

#### Trivia

The primary app icon is a light blue background with the chicken mascot right in the middle.

The Chicken appears as an obstacle when playing as Disco Zoo.

The fact that it is the default character is a pun off of the classic joke: "Why did the chicken cross the road?"

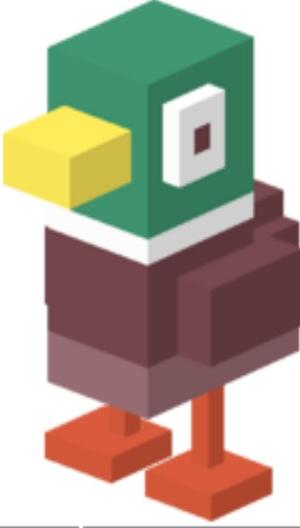
The Chicken in Crossy Road most closely resembles the Rhode Island White breed of chicken.

It is one of seven chickens in the game.

The other six being Festive Chicken, Fortune Chicken, Seoul Chicken, Brazil Chicken, Pac-Chicken, and Mickey Mouse Costume Chicken.

Chicken	
Type	Animal
Price	Free
Characteristics	It occasionally makes chicken noises; feathers will fly away after dying

## **Mallard**

Mallard	
	
Type	Animal, Bird
Price	USA \$0.99 or 100  (From the <a href="#">Prize Machine</a> )
Characteristics	Makes quacking noises

The Mallard is a playable mascot in Crossy Road. Andy Sum has claimed it to be his favorite mascot.

## **Appearance**

The Mallard is modeled off of the male variant of the real-life mallard, one of the most common breeds of duck. They are distinctive for their green head and brown body, which is represented on the in-game mascot. Mallard also possesses a yellow bill, orange webbed feet, and a white collar, similar to that of the real-life animal.

## **Characteristics**

Similar to most of the standard mascots, the grasslands serve as the terrain for the Mallard. Trees and boulders appear as obstacles and the only enemy being the Eagle, who will pick the player up if they idle for too long. It quacks at certain times when hopping.

Although the Mallard possesses no unique characteristics, it can be used to unlock the secret mascot, Andy Sum. If the player ends their run with a 'great' score or beat their current high score. A great score is at least 85% of the player's high score.

## **How to Obtain**

The Mallard can be unlocked with the Prize Machine for 100 coins, or you can purchase it for \$0.99.

## Thoroughbred

Thoroughbred	
	
Type	Animal
Price	\$0.99 or for 100 🎁 from the prize machine
Characteristics	Makes a whinny sound as it hops

Thoroughbred is a playable mascot on Crossy Road.

### Appearance

The Thoroughbred is modeled off of the typical Thoroughbred horse, a pure breed horse originating from English mares and Arab stallions and is often used as a race horse. In the game, the Thoroughbred is a brown horse, with a darker mane.

### How to Obtain

You can unlock Thoroughbred with the Prize Machine for 100 coins or by purchasing it for \$0.99.

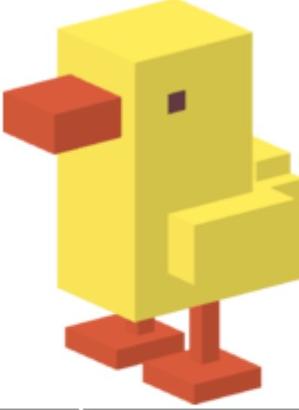
### Characteristics

Similar to most of the standard mascots, the grasslands serve as the terrain for Thoroughbred. Trees and boulders appear as obstacles and the only enemy being the Eagle, who will pick the player up if they idle for too long. It makes a whinny sound during gameplay.

### Trivia

The Thoroughbred is one of the two horses in the game, the other being Unihorse.

## Baby Duck

Baby Duck	
	
Type	Animal
Price	US \$0.99/€0.87 or 100  by using the <a href="#">Prize Machine</a> .
Characteristics	Makes quacking noises, standard terrain and obstacles

The Baby Duck is a playable mascot in Crossy Road.

### Appearance

The Baby Duck has a similar appearance to a duckling. Its structure is very similar to it as well. However, its size is approximately similar to the Mallard. It has essentially yellow plumage and an orange bill and feet.

### Characteristics

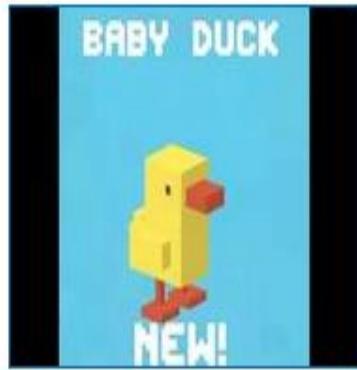
Similar to most of the standard mascots, the grasslands serve as the terrain for the Baby Duck. Trees and boulders appear as obstacles and the only enemy being the Eagle, who will pick the player up if they idle for too long. Like many mascots, Baby Duck does not have any special characteristics. However, it makes quack noises when walking, similar to the Mallard.

## How to Obtain

You can obtain Baby Duck from the Prize Machine for 100 coins, or you can purchase it for \$0.99/€0.87/Php44.00.

## Trivia

It is as big as the Mallard despite being a baby.

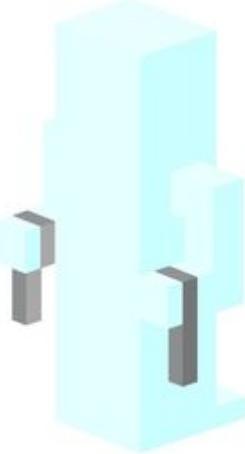
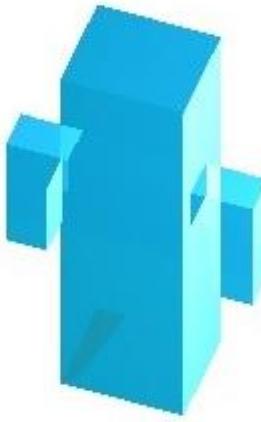


Unlocking Baby Duck.



The Baby Duck riding the Hipster Whale off of the map.

## Ghost

Ghost	
	
Type	Other
Price	US \$0.99 or 100 ₩
Characteristics	It becomes night when playing as the ghost
Type	Non-interactive obstacle
Characteristics	Appears randomly and disappears afterwards

The Ghost is a playable mascot in Crossy Road.

## Appearance

The ghost was a greenish creature that glows during the night, wearing shackles on its wrists. However, as of the UK & Ireland Update, the greenish tone is now replaced by a bluish-white color.

## Characteristics

### As a mascot

When playing as Ghost, the scene is darkened to a darkish gray color to indicate night-time. The Ghost is luminous, its body illuminates the night so that the player can get a better view of the landscape, and obstacles. However, the view isn't as excellent as the others, so some players might find it very difficult to play in. Boulders will become gravestones and the player can occasionally encounter a shivering Grave Digger.

## **As an obstacle**

The Ghost makes an appearance as an obstacle while playing as the Grave Digger. It abruptly appears and makes a chilling noise, and disappears. It usually appears on/near the spot where the Grave Digger is standing. The ghost is a non-interactive obstacle and doesn't block the Grave Digger.

## **How to Obtain**

The player can unlock the Ghost with the Prize Machine for 100 Coins or bought for \$0.99.

## **Trivia**

When playing as a Grave Digger, Ghosts will appear as non-interactive obstacles.

The Ghost has improved now from a green one to a normal white one.

It is possible for the light to remain on when the ghost dies on the spot.

The ghost still glows despite being carried away by a river.



Ghost at night



Ghost illuminating the night



A frightened grave digger

## **Australian Mascots**

### **Drop Bear**

The Drop Bear is a playable mascot released in the Australian update. It is one of the mascots that cannot be unlocked by the Prize Machine as it is a secret mascot. It also appears as a dangerous obstacle in the Desert terrain.

### **Appearance**

The Drop Bear is modeled off a fictitious Australian marsupial with the same name. It seems to very much resemble the Koala, but with a dark blue-gray body, larger head and ears, wider open mouth, and small red eyes.

### **Characteristics**

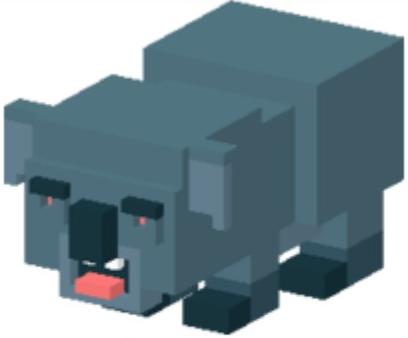
#### **As a Mascot**

While playing as the Drop Bear, the surrounding terrain will be Australian-themed, with grasslands being replaced by deserts and with the enemies being the Eagle and the Crocodile. Interestingly, the Drop Bear itself doesn't appear as an enemy. However, the Eagle and Crocodiles are still present and pose a threat towards the player.

#### **As an Obstacle**

The Drop Bear is also a threat when playing as any other Australian Mascot because if the player goes near a tree that the Drop Bear is perched on, it will drop down onto the player and consequently kill them. However, the Drop Bear can be avoided by going far away from the tree it is on, or by playing with a non-Australian mascot or even the Drop Bear itself, making the obstacle disappear. If the player is near the Drop Bear and gets killed by the Eagle, the Drop Bear will make a large pounce at the spot the player was on only to find the Eagle has already got to the player.

## How to Obtain

Drop Bear	
	
Type	Australia, Obstacle, Mascot
Price	N/A (See How to Obtain)
Characteristics	Australian terrain appears when playing as Drop Bear

It cannot be unlocked by the Prize Machine, but through a special method. The player must play as any Australian character. Rarely, the player will encounter the Drop Bear sitting on a tree. The player must go to the tree, where it will jump onto the player, killing it. Once it happens, it is unlocked.

## Trivia

The Drop Bear is a reference to the real life Drop Bear itself, a fictional Australian marsupial with a similar appearance to a Koala. It is said to attack people by sitting on a tree, and dropping on someone's head if they got close enough.

This would explain the Drop Bear's resemblance to the Koala and the fact that it kills the player by dropping on top of them out of a tree, killing the player instantly.

The legend says also that people with Australian accents, will get ignored by Drop Bear, and in game Ben, Matt and Andy will never meet Drop Bear, despite them being Australian mascots.

It is confirmed that the Drop Bear is a wild koala.

The Drop Bear is the only animal that is an enemy and a mascot.



Drop Bear waiting for the Kangaroo to come nearby.



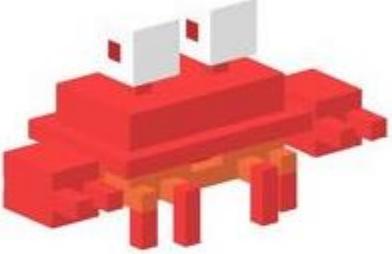
Two Drop Bears seen together.



The Wombat is about to encounter Drop Bear.

## **Crab**

The Crab is a playable mascot released in the Australian Update. It cannot be unlocked by the Prize Machine because it is a secret mascot.

Crab	
	
Type	Animal
Price	N/A (see How To Obtain)
Characteristics	The Crab makes clicking sounds when it moves and walks sideways.

## **Appearance**

The Crab bears a resemblance to a red crab. It has 8 red legs, two red pinchers and a rounded red shell for a body. Unlike a real crab, its eyes are coming out of the top of its shell always looking to the side, rather than from the front.

## **Characteristics**

Similar to most the mascots, the grasslands serve as the terrain for the Crab. Trees and boulders appear as obstacles and the only enemy being the Eagle, who will pick the player up if they idle for too long. The Crab walks sideways and makes random clicking noises as it walks.

## **How to Obtain**

Unlike most mascots, the Crab cannot be unlocked through the Prize Machine, but by special means. It can be obtained through the following steps:

Use any character to start a game.

Every time you enter a grass, snow, or sand area, swipe left and right approximately 50 times. You must also get a score of over 40.

If done enough times, when the run ends the Crab will be unlocked.

The Crab is unlocked at random if the player does the correct steps, so don't give up if you don't get it the first try.

It's important to be wary of the Eagle snatching the player if they do not move forward for a certain amount of time.

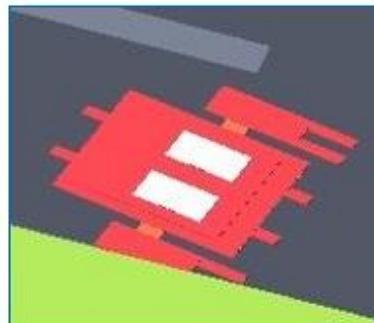
## **Trivia**

It is the only character who walks sideways all the time.

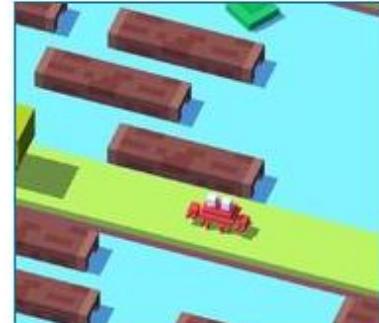
As of the UK & Ireland Update, the crab now faces a different side during gameplay.



The Crab during gameplay



A dead crab



During gameplay

## Emu

The Emu is a playable mascot in Crossy Road that was added in the Australian Update.

Emu	
	
Type	Australian, Birds, Animals
Price	\$0.99 or 100 ☰ from the prize machine
Characteristics	Desert terrain upon gameplay

## Appearance

The Emu is based on the real life animal, called a emu, which is an Australian flightless bird that resembles an ostrich. It has shaggy brown-gray plumage, a long neck, blue bare skin on the head and neck. It has brown feathers on its head. Its feet and beak are brown in color, with the color of its beak being darker than its feet.

## Characteristics

When playing as the Emu, the Grasslands are replaced by the Desert. The Drop Bear also appears as an enemy. Simultaneously, the rivers contain crocodiles that will only kill the player if they step on their heads. Notably, the Emu, along with all the Australian animals, can be used to unlock the Drop Bear. While moving along you can hear hopping noises.

## How to Obtain

You can unlock the Emu with the Prize Machine for 100 Coins, or you can purchase it for \$0.99.



Unlocking the Emu



Emu in game play.



Emu in the selection menu

## Koala

The Koala is a playable mascot in Crossy Road that was added in the Australian Update.

Koala	
Type	Australia
Price	\$0.99/£0.67 or 100  from the prize machine
Characteristics	Australian terrain appears when playing as the Koala.

## Appearance

The Koala resembles a real life koala, its coat is essentially a blue-gray color, it is occupied with a darker nose and claws. It has a similar appearance to the Drop Bear. However, its eyes are larger and it is paler in color.

## Characteristics

When playing as the Koala, the Grasslands are replaced by the Desert. The Drop Bear and the Eagle also appear as enemies. The Crocodile can also be seen in rivers and also serve as an enemy.

## How to Obtain

The Koala can be obtained for 100 Coins on the Prize Machine or purchased for \$0.99/£0.67.

## Trivia

It is confirmed that the Drop Bear is a wild koala



Koala in selection menu



Playing as the Koala. Notice the Drop Bear on the tree. If the Koala was close enough, the Drop Bear would kill it.

## Dingo

The Dingo is a playable mascot in Crossy Road that was added in the Australian Update.



Type	Australian
Price	\$0.99 or 100  from the prize machine
Characteristics	Australian terrain appears when playing as the Dingo

## Appearance

This mascot resembles a dingo in real life, which is an Australian wild or half-domesticated dog with a sandy colored coat. It has an orange pelt, a pale sandy-yellow underbelly, and a short tail. It has a brown nose and dark brown ears.

## Characteristics

When playing as the Dingo, the Grasslands are replaced by the Desert. Also, as the Dingo is part of the Australian update, the Drop Bear appears as an enemy and so does the Crocodile. The Dingo gives off a short gruff bark.

## How to Obtain

The Dingo can be unlocked with the Prize Machine for 100 Coins, or purchased for \$0.99 (£0.67).

## Trivia

The Dingo is one of the Australian mascots added in the Australian Update.

The Dingo is a half-domesticated dog.

The Dingo doesn't bark but howls instead.



Dingo during gameplay.



The Dingo unlocked.



The Dingo in the selection menu.



## UK & Ireland Mascots

### Piper

The Piper is a playable mascot added in the UK & Ireland Update.

Piper	
	
Type	UK & Ireland
Price	\$0.99 or 100 ⚡ from the prize machine
Characteristics	Plays bagpipe music until death.

### Appearance

The Piper appears to be based off of the real-life Scottish bagpiper (a person who plays the bagpipes). The Piper, along with his brown bagpipes, also has a red kilt, blue shirt, black hat, and long brown hair.

### Characteristics

The Piper plays "Scotland the Brave" with his bagpipes throughout a run until he gets killed. During the run, the grasslands are replaced by the UK terrain, and clovers will scatter around the map. There is a slight chance of rain at the start of a run. A four leaf clover must be found to unlock the Leprechaun. The Piper is able to find the Phone Box in a Clearing and Nessie in a River.

### How to obtain

The Piper can be unlocked from the Prize Machine for 100 coins or for \$0.99(£0.63).

## Nessie

Nessie is a playable mascot in Crossy Road that was added in the UK & Ireland Update. Nessie is a secret mascot, meaning it cannot be obtained through the Prize Machine.

Nessie	
	
Type	UK & Ireland, Secret
Price	N/A (See How to Obtain)
Characteristics	It occasionally makes noises while hopping.

## Appearance

Nessie resembles the Loch Ness Monster, hence the name Nessie. Nessie is essentially bluish-purple, with a white stomach and neck. Its anatomy structure somewhat resembles a dinosaur, which caused the fandom to suspect that it replaced the dinosaur.

## Characteristics

Nessie occasionally makes noises; as it travels along the terrain, there will be a splashing sound, similar to the splashing sounds made by the Hipster Whale, as well as the Floppy Fish. During the run, Nessie may also turn its head from side to side.

## How to Obtain

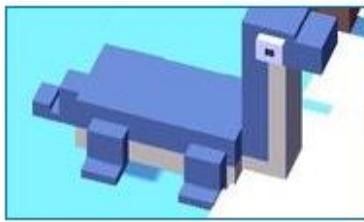
It cannot be unlocked by the Prize Machine, but by a special method. The player must be a character from the UK & Ireland Update and be close to any river and watch carefully for Nessie which will swim in it. When the player sees it, they have to hop onto its back to unlock it right before the next run begins.

## Trivia

Nessie is unlocked in a similar manner to unlocking the Hipster Whale.

Nessie is based on the mysterious Loch Ness Monster from Scottish legend.

Nessie was formerly named Nessy.



The preview



Nessy/Nessie when the player unlocks it.



Nessie before being unlocked



Nessie standing on the train track, while the Eagle comes over to snatch it



Nessie on Nessie



The Nessie meeting Phone Box.

## **Phone Box**

The Phone Box is a playable mascot in Crossy Road, it was added in the UK & Ireland Update. It cannot be unlocked from the Prize Machine as it is a secret mascot.

Phone Box	
	
Type	UK & Ireland, Secret
Price	N/A (See How to Obtain)
Characteristics	Makes a bashing sound when hopping and occasionally has its phone ringing.

## **Appearance**

The Phone Box is based off of the traditional telephone boxes found in many parts of the UK used for calling by many people. They are tall, red phone booths with small window-like holes and it has a dark brown base.

## **Characteristics**

Like all of the UK & Ireland mascots, it traverses in the UK & Ireland Terrain. There is a slight chance of rain at the start of the run.

When it moves, it makes a bashing sound right when it gets back on the ground after hopping. Also, a phone ringing from the inside of the Phone Box can occasionally be heard.

## **How to Obtain**

The Phone Box is a secret mascot and therefore cannot be unlocked by the Prize Machine, but by a special method. The player has to play with UK or Ireland character until arriving at a large open Clearing. Then if the player hears a phone ringing, following it will lead the player to a red telephone booth making the sound. If the player gets close to the booth the phone will stop ringing and the player will receive the Phone Box after death.



The Phone Box in the mascot selection screen.



The Phone Box



The player approaching the Phone Box.



The Phone Box as it appears when playing as the Fancy Lady.



The Phone Box in the rain.



Unlocking the Phone Box.

## Squirrel

The Squirrel is a playable mascot in Crossy Road, released in the UK & Ireland Update.

Squirrel	
	
Type	UK & Ireland, Animal
Price	\$0.99 or 100  from the prize machine
Characteristics	Collectable Acorns appear when playing.

## Appearance

The Squirrel's appearance resembles that of a real-life squirrel; a type of rodent found in UK and American forests. Similar to its real counterpart, it is essentially brown, it has a dark brown bushy tail and a pale underbelly, with light brown feet, ears, and a darker brown nose.

## Characteristics

As with all the UK and Ireland mascots, there is a chance of rain when you start a run.

Acorns can be found littering Grasslands. Collecting these will cause the Squirrel to pick it up. The Squirrel will hold the first acorn in its hands, and each acorn picked up after that will slowly cause a pyramid of acorns to form on top of its head. When the run ends, the Squirrel will squeal and drop all of its acorns onto the floor, which will disappear in a second.

As of the Micro Update, the squirrel is required to unlock the Rugby Player. This is achieved by collecting a certain amount of acorns and then standing next to a tree with a rugby ball on it

### **How to Obtain**

The Squirrel can be unlocked from the Prize Machine for 100 Coins or can be purchased for \$0.99(£0.63).



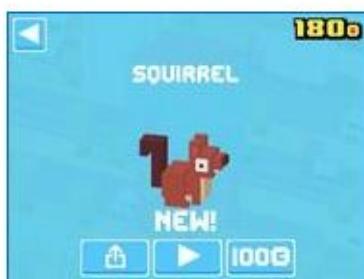
This Squirrel is carrying an acorn tower on its head.



Preview



the Squirrel in the Mascot selection screen



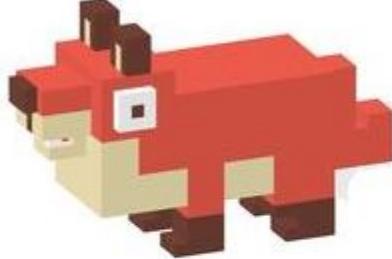
Unlocking the Squirrel



Squirrel with several acorns.

## Fox

The Fox is a playable mascot added in the UK & Ireland Update.

Fox	
	
Type	UK & Ireland, Animal
Price	\$0.99 or 100  from the prize machine
Characteristics	UK terrain when playing with Fox

## Appearance

The Fox appears to be based off of a real-life red fox; the most common species of the fox often found in the UK. It has a red pelt, pale underbelly, with small, brown feet, ears, an open mouth, and nose. But unlike the actual red fox, the mascot has an extra pouch of skin under the neck.

## Characteristics

Upon game play, the UK terrain will displace the standard grasslands with the only animal enemy being the Eagle, who will pick you up if you idle for too long. The Fox has no added effects, not even sound. Only hopping sounds can be heard. This makes it one of the most bland English characters in all of Crossy Road. Like all of the English mascots, there are clovers scattering around the map.

## How to Obtain

The Fox can be unlocked from the Prize Machine for 100 Coins or can be purchased for \$0.99.

## Korean Mascots

### K-Drama Actor

K-Drama Actor is a playable mascot in Crossy Road, he was added in the Korean Update.

K-Drama Actor	
	
Type	Korean, Humanoid
Price	\$0.99 or 100 Ⓛ from the prize machine
Characteristics	Fans, Paparazzi, and Skyscrapers appear.

### Appearance

The K-Drama Actor resembles an actor originated in South Korea. He has dark brown hair and he wears black glasses, a grey suit with a grey under suit and a white collar with a blue tie. He also has gray pants and black shoes.

## **Characteristics**

The player always starts off on a red carpet. During the run, there are unique obstacles. These obstacles consist of fans, the Paparazzi, and Skyscrapers. During the run, the mascot will wave its hands at his fans and the Paparazzi. Upon death, the paparazzi will continue to take photos, and the fans will continue to jump with excitement. Also, death will not hinder this mascot's waving movements.

There are different kinds of fans. For example, there is a fan who waves a "Hi" sign at the player. There are also fans who wave signs with a star on it. There are also fans that jump up and down with excitement. Most of the paparazzi look identical to each other - all of them wear red, and have black hair. Death will not stop their actions.

## **How to obtain**

K-Drama Actor can be unlocked from the Prize Machine for 100 coins, or it can be purchased for 0.99\$(£0.63).

## **Trivia**

There is a glitch where the fans hover above the ground during game play.

It was said this was fixed in Version 1.2.6. However some people have still experienced the bug after the update.

## Psy

Psy is a playable mascot in Crossy Road. He was added in the Korean Update.

Psy	
	
Type	Humanoid, Korean, Pay only
Price	US\$2.99
Characteristics	This mascot unlocks dance mode

Psy is based on his look in Gangnam Style, where he has black hair and he wears black glasses along with a light blue shirt, white undershirt, black tuxedo, black pants, grey shoes and white socks.

### Characteristics

Psy unlocks Dance Mode, which is unique only to Psy. The Dance Mode has its own unique theme and score counting (see below). In Dance Mode, the player needs to follow a black dance floor as they traverse the game's tricky terrain, which lights up when the player is on it. When on it, there will be colorful lights, music, and the Psy will be doing dance moves if on the dance floor. Before getting or leaving the dance floor, he will say things like "Let's go!," "Oh, yeah!," and other Korean sentences. Skyscrapers, the Paparazzi, and random explosions can be seen during game play. Upon death you will hear a "Game Over!" The character was voiced by Psy himself. The Crossy Road logo translates into a Korean logo.

## **Scoring**

The player scores a point for every second, and this increases for the time they continuously stay on the dance floor. For example, staying on the dance floor for 2 seconds adds 2 points, 10 seconds adds 10 points up to a maximum of 25. For every second above 25 seconds you spend on the dance floor you get 25 points. If you step off the dance floor the scoring starts back at 1 again.

There is a separate leaderboard for the Dance Score.

## **How to Obtain**

Psy cannot be obtained by using the Prize Machine. However, Psy is not a Secret Mascot. The only way to obtain Psy is to purchase him via in-app purchases with \$2.99. Notably, Psy is only available for three months, which means that Psy is available for purchase until September 25, 2015 (Yet, it is currently still available for purchase). When bought, the player will unlock Psy and will be rewarded with 1,000 coins.

## **Trivia**

Psy voiced himself in the game.

Crossy Road partnered up with Psy. According to Henry Fong, one of the developers in Yodo1 Games, "We wanted to do something really special for the Korean Update and thought incorporating Psy and his dance mode would not only have global appeal, but also add an entirely new game mode, complete with a re-designed scoring system, leader board, and traffic-dodging-dance tactics."

## Pro Gamer

The Pro Gamer is a playable mascot in Crossy Road who was added in the Korean Update.

Pro Gamer	
	
Type	Secret Mascot
Price	N/A (see <a href="#">How to Obtain</a> )
Characteristics	Talks in Korean and records actions per minute (APM).

## Appearance

The Pro Gamer is holding a small tablet. He has black hair and he wears an orange, white, and blue jacket with orange and white sleeves with a grey "C" on the back. He also wears white and blue pants along with grey shoes.

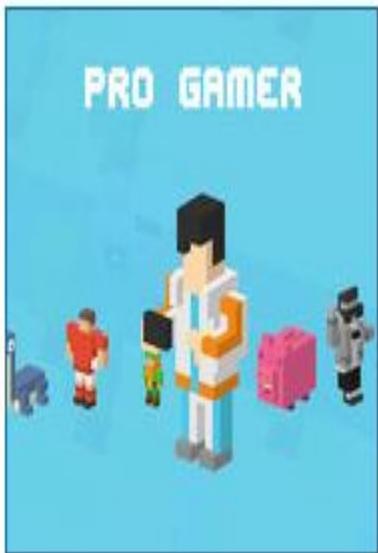
## Characteristics

While playing as the Pro Gamer, you can hear a Korean commentator in-game. Occasionally, a swarm of pink creatures might pass randomly and quickly, killing the mascot if interfered with. Also, an actions per minute (APM) counter is shown underneath the score. You can also hear background noise of the audience cheering. When the player dies the commentator sometimes will shout "GG" (Good Game).

The creatures look like Zerglings, a basic attack unit of the race Zerg from the game Starcraft, considering Starcraft is a popular game in the country of Korea.

### **How to Obtain**

The Pro Gamer cannot be unlocked by using the Prize Machine, but can be obtained using a special method. Using any Korean character, the player must achieve a score of 50+ while maintaining an APM (actions per minute) score of around 100-250. When waiting to cross, tap left and right to keep moving, which will help your APM from dropping.



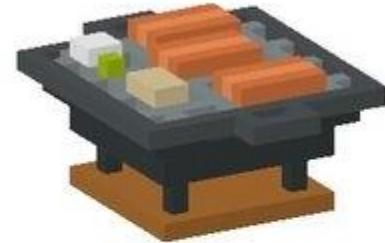
ProGamer



Pro Gamer in action.

## Korean BBQ

Korean BBQ is a playable mascot in Crossy Road that was added in the Korean Update.



Type	Korean, Food
Price	\$0.99/£0.63 or 100 🎁 from the prize machine
Characteristics	The BBQ grate jumps into the air then falls back down onto the BBQ.

## Appearance

The Korean BBQ is Korean fried pork belly called 화로구이 (hua-lo-gu-ee) in Korean.

## Characteristics

As part of the Korean update, upon gameplay, the terrain will be the Korean landscape, with Korean obstacles and vehicles. Smoke trails from the barbecue and the top shifts with every jump. Sizzling can be heard throughout the run. Upon death, its contents will scatter across the nearby lanes and food vanishes after a few seconds.

## **How to Obtain**

It can be unlocked in the Prize Machine at any random time for 100 coins or purchased in-game for \$0.99 (£0.63).

## **Trivia**

It is the third food mascot in the game, and it is the second food mascot added in the Korean Update.

## **Seoul Chicken**

The Seoul Chicken (sometimes unofficially known as the Korean Chicken) is a playable mascot that was added in the Korean Update.

Seoul Chicken	
	
Type	Korean, Animal
Price	Free for a limited time
Characteristics	Korean landscape/obstacles upon gameplay

## **Appearance**

The Seoul Chicken (서울 치킨 in Korean) resembles the Chicken wearing Korean women's 한복 (Traditional clothing). Its structure resembles the Chicken, underneath its clothes and accessories, it has white feathers and an orange beak and orange legs.

## **Characteristics**

When playing as the Seoul Chicken, Korean obstacles appear during gameplay. The Crossy Road logo translates into a Korean logo. Sometimes, she does a 세바 (traditional Korean bow).

## **How to Obtain**

Seoul Chicken can be unlocked from the Prize Machine for 100 coins, or can be bought for \$0.99

## **Trivia**

"Seoul" is the capital of South Korea.

It replaced the regular Chicken on the apps' icon when the update is installed.

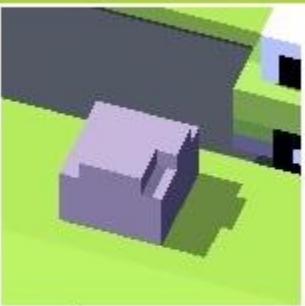
When the Korean Update was still recent the chicken would be automatically unlocked when logging in.

For now it is currently the only chicken to have to be unlocked by the Prize Machine.

## Obstacles

### Boulders

Boulders are common obstacles found on Grasslands in Crossy Road and are encountered often.

Boulder	
	
Type	Obstacle
Characteristics	Serves as an obstacle on grasslands

### Appearance

Boulders are structured and textured to look like realistic boulders. However, they appear to be bigger than the mascot, indicating that they are huge in size.

### Variants

#### Doughnuts

Doughnuts appear when playing as the Android Robot. They function in the same way as do normal boulders. They just have a different texture.

#### Gravestones

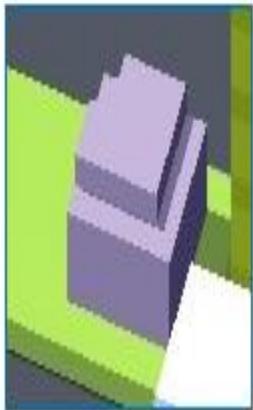
Gravestones appear as gray tombstones with lines that represent the handwriting. They are meant to represent an inscribed headstone marking a grave.

## **Interaction with the player**

The gravestones are solid, which means that the player cannot go through them, or move them in anyway. Otherwise, they only serve as an inanimate obstacle in Crossy Road. The gravestones increase the risk of getting stuck between them.

## **Trivia**

While playing as the Ghost or the Grave Digger, boulders will be replaced by Gravestones.



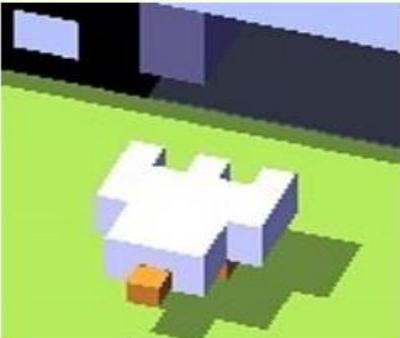
A Boulder



Boulders in gameplay

## Birds

Birds are decorative, non-interactive obstacles in Crossy Road.

Bird	
	
Type	Non-interactive obstacle
Speed	Moderate
Characteristics	Flees from the player as they approach it.

## Appearance

The Birds are small, white critters that provide an aesthetic feature found on Grasslands. It appears to be searching for food on the grass, and constantly turning around. The bird has white feathers.

## Occurrence

Birds can be occasionally found in all lanes except for Pac-Man. They can be found in large flocks in clearings. They appear randomly in the run.

## Interactions With the Player

Rather than serving as an obstacle, they simply fly away when the player approaches within 3 square units of it. Currently, as of the Micro Update, there is a quest that prompts the player to scare away 3-5 birds, and when this quest is completed upon death, they will be able to claim another gift.

## Trivia

Before the Pre Pac-Man Update, the birds were black while playing as Framed. However, this was changed.

## Trees

Trees are one of the most common obstacles in Crossy Road. They can appear in Grasslands, Deserts, and snow. They come in different heights, variants and sizes

Trees	
	
Type	Obstacle
Characteristics	Solid; cannot go through

## Variants

### Regular Tree

These trees are the standard trees in Crossy Road that appear while playing as almost all mascots. They appear on grasslands. These trees can be found in a variety of heights. The Regular tree may be burnt by Epoch, a dragon or a Mad Wizard.

### Burnt Tree

Burnt Trees, as the name suggests, are trees that are burnt. They appear when a character with a destructive gameplay effect hits a Tree. These characters include Mad Wizard (which only targets trees), Dragon, Epoch, Michael Boom and Psy. When playing as The Dark Lord, all trees appear as Burnt Trees.

## **Evergreen Tree**

Evergreen Trees are a variant of tree that, as the name suggests, appear as pine-like trees. They only appear while playing as certain mascots, notably Festive Chicken, and also come in a variety of heights.

## **Christmas Tree**

Christmas Trees are unique trees that, as the name suggests, look like Christmas Trees and only appear while playing as Festive Chicken on large Grassland areas. Christmas Trees can be used to unlock Gifty, if the player runs in to one.

## **Dead Tree**

Dead Trees are a type of tree that only appears when playing as an Australian mascot. They have no leaves, exposing their winding brown branches.

## **Australian Tree**

Like the Dead Tree, the Australian Tree only appears when playing as an Australian mascot. They come in the same height range as Regular Trees but look a bit thicker. These trees may rarely have a Drop Bear on them.

## **Ireland and UK**

These trees only appear while playing with any Ireland or UK characters . They are much darker than the regular tree.

## **Mickey Mouse Tree**

These trees are shaped like Mickey Mouse ears, and can be found rarely when playing as any mascot that has their setting in the grasslands.

## **Brazilian Tree**

These trees are shaped like palm trees, and can be found frequently during the run. They are situated in what appears to be a pot.

## **Android Robot/Obstacles**

The Android Robot is a playable mascot in Crossy Road that is only available on Android devices. In gameplay the Android Robot adds unique obstacles.



This is a list of all the decorations and obstacles that were added:

### **Lollipops**

Lollipops are obstacles that only appear when playing as the Android Robot, making it an Android-exclusive feature. They are different colors (blue, pink, yellow, and there will be a pink swirly colored one [the color pink with the color white being the swirl]).

### **Ice Creams**

Ice Creams looks a lot like a real life ice cream. They are big as medium-sized trees. They have cream colored waffle cones that are small. Above the waffle cone are scoops of ice cream, which come in brown (chocolate), white (vanilla), and pink (strawberry). It seems like they have sprinkles around the scoops.

### **Doughnuts**

Doughnuts act like boulders in the sugary version of the environment. They are found in a range of colors; brown, blue, and pink, with small lines and dots which might resemble sprinkles.

### **Chocolate River**

Chocolate rivers resemble a brown River. Logs and Lily Pads are present in chocolate rivers and function the same.

## Chinese New Year Decorations

This is a list of all the decorations and obstacles that were added in the Chinese New Year Update.

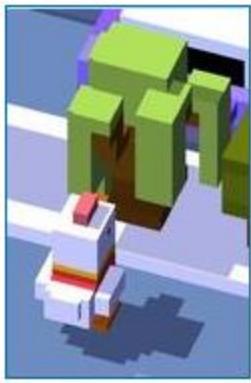


An example of Chinese Fireworks.



A pair of red and black temples.





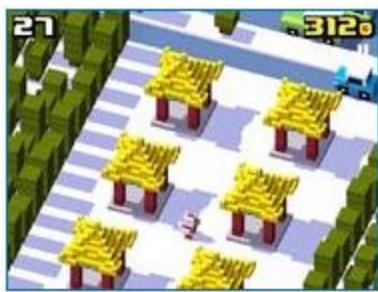
A willow tree



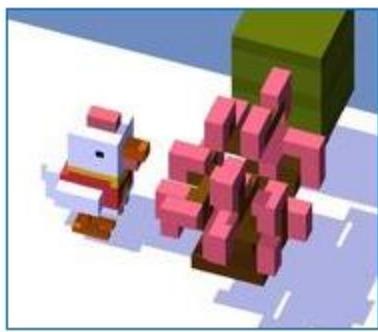
A spruce tree



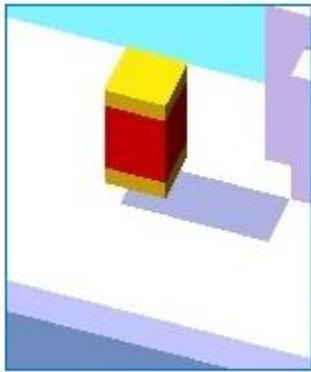
A couple of Chinese decorations



Six yellow temples next to each other.



A cherry tree



A firework

## **Decorations**

### **Chinese Envelopes**

These appear as red envelopes with a "¥" symbol on it. In Chinese tradition, these red envelopes are given to relatives for good luck. In Crossy Road, 20-23 of these are needed to unlock Cai Shen.

### **Fireworks**

The player may occasionally encounter these small fireworks. When the player goes near them, they explode in the air and create colorful particles. In Chinese tradition, these fireworks were originally used to scare off "Nian", a monster that lived under the sea or in mountains.

### **Temples**

These temples appear around the snow landscape. They come off as different colors. There are yellow ones, and red ones. The yellow ones have a brown roof, whereas the red ones have a black roof. In Chinese tradition, people go to these temples to pray to a God called "菩薩".

### **Flying Lanterns**

### **Lantern**

Occasionally, there will be red lanterns flying in the air. Lanterns are a common decoration used during the Chinese New Year holiday. Upon gameplay, they cannot be interacted with in anyway.

### **Obstacles**

Bonsai Tree

Cherry Tree

Chinese Lamp Stand

Snowy Tree

## **Osbtacles: Lanes**

### **Grasslands**

Grasslands are a type of lane in Crossy Road. Unlike other lanes, the only enemy that might kill the player in this lane is the Eagle, should the player get stuck or idle for too long.

### **Appearance**

Grasslands can be two different colors: light green and lighter green. When two or more lanes of grassland meet up, their colors are alternating. A grassland can have trees and boulders on it. Just like all other lanes, the edges are darker to mark the playable area. The playable area is 9 square units long. Birds can also be found as an aesthetic feature. They also have open vertical areas full of nothing but coins and birds.

### **Interactions with the Player**

Grasslands can be thought of as "safe zones." A player can stop here for a few brief moments to plan how to cross the lanes and obstacles ahead. The one deadly thing that is in the grasslands is the Eagle. However, the Eagle only becomes a concern if the player either idles for too long, or gets stuck between obstacles such as trees and boulders.

### **Obstacles**

Grassland's obstacles do not instantly kill you, but slow you down by making you go around it or make you lose the game if the player is stuck. Obstacles include trees and rocks, while average trees can be effected by different characters, average rocks cannot be.

## **UK & Ireland Terrain**

While playing as a English mascot, UK & Ireland Terrain will be present during gameplay. This terrain consists of various features that are not present in the standard grasslands.



An English clearing during rainy weather. Notice the Phone Box in the middle.

## **Description**

The UK & Ireland terrain resembles a forest. The trees have a slightly darker color than the original ones. The grass is a little more bluish and slightly darker than the original. There are also different cars. For example, there are mini red cars that have a different look than those normal mini cars. There are clovers scattering around the terrain, with rarely a few being 4 leaved clovers. When playing as the squirrel, there are also acorns. Occasionally, at the start of the run, it will be raining.

## **Interaction with the player**

Like all lanes, the UK & Ireland landscape doesn't change/hinder normal Crossy Road game play. The non-playable area is marked with a darker color, the player will not be able to pass that point and interact with the objects located there in anyway except for visuality.

The playable area is marked with a light Jade-green, different from the standard grasslands and is 9 square units wide. Usually present with obstacles such as trees and boulders.

### **Obstacles: Trees**

The trees are a darker color, and seem to have a slightly different trunk then the normal ones.

### **Cars**

All normal vehicles are present in this terrain. However, there are new additions. For example, a Double-Decker Bus can be seen, Black Cabs are present, along with blue mini cars and Royal Post Office delivery vans.

### **Mascots**

This is a list of mascots that play through the UK & Ireland terrain:

Butterfly

Badger

Fox

Squirrel

Queen's Guard

Bobby

Piper

Fancy Lady

Fancy Gent

Schoolgirl

Fish N' Chips

Chimney Sweep

## Rivers

Rivers are a type of lane found in Crossy Road.

### Variants

#### Rivers

Rivers are bodies of water the player will encounter while playing Crossy Road. The middle of the river is light blue. At both sides there is a white froth representing where the playable area ends. Beyond that, the water is a darker shade of blue.



The player encountering a river.



The player crossing a large river.



The player who is ready to cross a very huge river.



The player (as the Android Robot) is almost at a chocolate river.



The Android Robot crossing a chocolate river.

## **Chocolate Rivers**

Chocolate Rivers are a type of lane found in Crossy Road that are only seen while playing as the Android Robot and the Easter Bunny. They are just like the normal rivers you can find in the game, except that these are brown. The middle of the chocolate river is brown and the outside of the river where the playable area ends is a darker shade of brown.

## **Interactions with the Player**

Rivers serve as a water lane in Crossy Road. In order to get across the river, the player must jump from logs or lily pads. When jumping, the logs must be at most 1 square unit away from the player. It is possible to collect coins in the river, as they can spawn on both logs and lily pads. If the player is on a log and rides it into the rapids the player falls into the water and the game would be over. If the player misjudged their distance between the logs and accidentally misses one, their character drowns, resulting in the player's death.

Simultaneously, if the log the player is sitting on floats too far away, (outside of the lighter blue area that marks the playable terrain) then the player will be swept away and the game will be over.

Secret mascots can only be obtained in rivers: the Hipster Whale and Nessie are two rare mascots awarded when the player dies after hopping on top of one of them.

## **Roads**

Roads are a type of lane that appear in Crossy Road. They are the most common and often the most dangerous.



Playing as [Grey Bunny](#) standing in the middle of a road.

## **Appearance**

The roads in Crossy Road are darkish grey in color, and turn even darker near the edges to mark the players playable area. When two or more roads are side by side, they gain thin gray lines that run down the edges of each individual road lane to mark the individual road. These lines also get darker outside the playable area.

When playing as Pac-Man the lines in the middle change color every few seconds.

## **Interactions with the Player**

Roads are probably the most common type of lane a player will come across. They are also dangerous because of the amount of automobiles that are constantly driving on them. One of the most popular strategies for dealing with them is to wait for when the roads are empty or almost empty, then sprint across them. However, the player must watch out for a Police Car, as they come with a little warning. Another problem with this, however, is that if the player takes too long waiting, the eagle will come and kill them. One way to easily get across roads is to get on the opposite side where the cars are coming from. For example, if cars were coming from the left side of a road, get on the right side of it.

## **Korean Terrain**

While playing as a Korean mascot, Korean Terrain will be present during gameplay. This terrain consists of various features that are not present in the standard grasslands.



## **Interaction with the player**

Like all lanes, the Korean landscape doesn't change/hinder normal Crossy Road game play. The non-playable area is marked with a darker color, the player will not be able to pass that point and interact with the objects located there in anyway except for visuality.

The playable area is marked with a light green, the same as the standard grasslands and is 9 square units wide. Usually present with obstacles such as trees and boulders.

## **Obstacles: Trees**

The trees are a darker color, and seem to have a slightly different trunk then the normal ones.

## **Skyscrapers**

Skyscrapers are tall buildings that are located in the non playable area. They cannot be interacted with in anyway. Skyscrapers are found either as small ones, or bigger, wider ones.

## **Mascots**

This is a list of mascots that play through the Korean terrain:

Seoul Chicken

Jindo

Kimchi

Seonbi

Taekwondo Master

Korean BBQ

Korean Drummer

Psy

Pro Gamer

K-Drama Actor

## Obstacles: Vehicles

### Gas Truck

Gas trucks, along with all other non-train automobiles, only appear on roads. Even though roads are a major component in the game, seeing a gas truck is a rare event. Despite their rarity, they are lethal because of their one-hit-kill nature.

Gas Truck	
	
Type	Vehicle
Speed	Varies
Characteristics	Explodes upon impact.

### Appearance

The gas trucks in Crossy Road appear as normal gas trucks in real life. They are bigger than cars, and have a cyan front and a blue and grey back. They appear to be slightly bigger and puffs of gas clouds will emit from the truck. They have six wheels.

### Threat

Unlike other vehicles, which simply run over the player, the gas truck explodes on impact, killing the player. However, it will still run over players if they are standing in front of it, but does not explode. Strangely, other cars take no heed of the explosion. The truck's speed varies during game play but is usually fast.

If a brown llama caused a gas truck to explode, stepping into the aftermath will kill the white llama.

## **Avoidance**

Gas trucks, along with all non-train automobiles, can be easily avoided if the player follows this common strategy:

- 1) Wait until the roads are nearly empty, and then cross.
- 2) Sprint across with caution.
- 3) Stay in empty lanes when a car has just passed and cross in such gaps.

No strategy is without its flaws. If the player waits too long, they will be killed by the eagle. If the player over-taps, they can pass the grasslands that sometimes divides other lanes and go straight into the middle of a river, railroad, or other road.

## **Trivia**

If the player gets run over rather than crashing into it, it will not explode.

If the player runs into it from the back, it still will not explode.

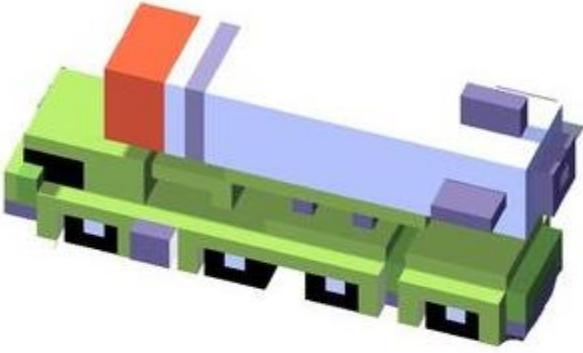
It is one of two exploding vehicles in Crossy Road, the other being the Rocket Truck.

The player can get a double explosion if they play as the Rusty Robot, or several ones as Michael Boom..

If as Epoch (Or as the Dragon) the player shoots the truck, it will become black. However, it will not explode. The same applies for the Rocket Truck.

## **Rocket Truck**

The Rocket truck is a truck added in the Micro Update. Rocket trucks, along with all other non-train automobiles, only appear on roads. Even though roads are a major component in the game, seeing a rocket truck is a rare event.

Rocket Truck	
	
Speed	Varies
Characteristics	Explodes upon impact

## **Occurrence**

Rocket trucks are very rare and come in singles, although on the Amazon version the truck can be seen in pairs. Rocket trucks only appear in lanes where normal trucks roam.

## **Appearance**

The Rocket Trucks in Crossy Road appear with the base of a light-green truck and with a gray striped orange and white rocket on the back. It has eight black wheels.

## **Threat**

Rocket Trucks behave similarly to over cars; when contacted in anyway (getting run over, running into the side, running into the back), the player will die. However, what makes the Rocket Truck differ from the normal cars is that if the player runs into the side of the truck, the truck will explode, similar to the effect the Gas Truck gives. However, the Rocket Truck's explosion is much stronger and it impacts the whole area rather than just a small portion of the road.



A rocket truck seen while playing as the Festive Chicken. Had the mascot moved a couple of steps forward, the Rocket Truck will explode.



A street blown up by the rocket truck, with other vehicles casually driving over it.

## **Characteristics**

Once hit, the Rocket Truck will explode, numerous orange and red cubes will come out of the explosion spot, and a large portion of land will turn black, turning nearby trees into Burnt Trees. Smaller explosions will appear around the explosion site shortly after the main explosion. Once the run is over, the player will be rewarded with Michael Boom.

## **Avoidance**

Rocket trucks, along with all non-train automobiles, can be easily avoided if the player follows this common strategy:

- 1) Wait until the roads are nearly empty, and then cross.
- 2) Sprint across with caution.
- 3) Stay in empty lanes when a car has just passed and cross in such gaps.

No strategy is without its flaws. If the player waits too long, they will be killed by the eagle. If the player over-taps, they can pass the grasslands that sometimes divides other lanes and go straight into the middle of a river, railroad, or other road.

## **Trivia**

Before rocket trucks were officially released, Ben Weatherall posted their art. Some of the fandom suspected that rocket trucks were replaced by gas trucks.

Rocket trucks are one of the two explosive vehicles in the game.

The model is most likely based on the Soviet operational-tactical missile complex 9K72 "Elbrus" (NATO SS-1 Scud)

You can unlock Michael Boom by crashing into the truck facing you. Crashing from any other side will do nothing.

## **Black Cab**

### **Appearance**

The Black Cab appears to look similar to the taxi. However, it has shades of black with an orange strip on the top, unlike the Taxi which is yellow and white.

Black Cab	
	
Speed	varies
Characteristics	Kills the player upon contact

## **Interaction with the player**

The Black Cab serves as a vehicle in the game. They only exist if the player is playing as an English or Irish Mascot. If the player comes in contact with it in any way, it will squash the player and end the run.

## **Avoidance**

Black cabs, along with all non-train automobiles, can be easily avoided if the player follows this common strategy:

- 1) Wait until the roads are nearly empty, and then cross.
- 2) Sprint across with caution.
- 3) Stay in empty lanes when a car has just passed and cross in such gaps.

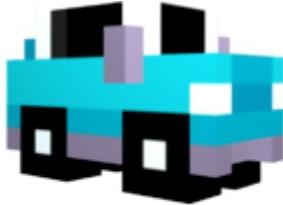
No strategy is without its flaws. If the player waits too long, they will be killed by the eagle. If the player over-taps, they can pass the grasslands that sometimes divides other lanes and go straight into the middle of a river, railroad, or other road.

## **Trivia**

The Black Cabs bear a striking similarity to taxis.

## Cars

Cars are one of the most common obstacles encountered in Crossy Road. They are found only on roads.



The model of a blue car in Crossy Road



Occasionally, some certain cars can be seen with musical notes coming out, and music can be heard.

## Threat

Cars, along with all other non-train automobiles, only appear on roads. Since roads are a major component in the game, seeing a car is a common event. This can be a problem because of the car's one-hit-kill nature. Any contact will give an immediate death.

## Avoidance

Cars, along with all non-train automobiles, can be easily avoided if the player follows this common strategy:

- 1) Wait until the roads are nearly empty, and then cross.
- 2) Sprint across with caution.
- 3) Stay in empty lanes when a car has just passed and cross in such gaps.

No strategy is without its flaws. If the player waits too long, they will be killed by the eagle. If the player over-taps, they can pass the grasslands that sometimes divides other lanes and go straight into the middle of a river, railroad, or other road.

## **Variants**

**The Blue mini cars** are smaller than ordinary cars, as the name says. They are mostly blue with darker blue running down the middle of the length of the car, they have a little blue spoiler and they are slightly faster than normal cars.

## **Green Car**

The Green Cars in Crossy Road appear as normal cars in real life. They are mostly a solid green color with a band of darker green running down the middle of the length of the car.

## **Orange Car**

The Orange Cars in Crossy Road appear as normal cars in real life. They are mostly a solid orange color with a band of darker orange running down the middle of the length of the car.

## **Purple Car**

The Purple Cars in Crossy Road appear as normal cars in real life. They are mostly a solid purple color with a band of darker purple running down the middle of the length of the car.

## **Police Car**

The Police Cars in Crossy Road look similar to patrol cars in real life. They are the size of ordinary cars, are blue and white, and have police light bars on top. Instead of traveling slowly like most cars, they hurl across the road very, very quickly, thus making this car deadly. You can tell when it's coming because you can see the lights.

## **Race Car**

The Race Cars in Crossy Road appear as a common race car would appear in real life. It is a orange car with a "hood scoop" (a raised area of the hood, allowing air flow into the engine). It also has a white roof and a gray spoiler (a raised bar on the back of a car that affects air flow letting the car go faster). Also it always appears with black smoke coming from the back of the car

## **Taxi**

The Taxis in Crossy Road appear as normal taxis in real life. They are mostly a solid yellow with a toplight (that "thing" on top of taxis) and a band of darker yellow running down the middle of the length of the Taxi.

## **Double Decker Bus**

Double decker buses were added in the UK & Ireland Update. They are approximately the same size as trucks and they vary in speed. They look red, with black windows and a thin structure that are two stories high, with a band of yellow in the middle of the two layers.

## **Black Cab**

Black cabs have the same structure as taxis. However, they have a different colour, being tinted ebony instead of yellow. They vary in speed but all are the same size.

## **Korean Mini Cars**

These are about the same size as normal mini cars. However, they are primarily blue and are thinner.

## **Korean Supply Trucks**

These are small trucks with farming crops that fly out of them and onto the road as they travel, then disappear in a second upon touching the lane. It has a purple front.

## Police Car

Police Cars, along with all other non-train auto mobiles, only appear on roads. Even though roads are a major component in the game, seeing a police car is a rare event. Despite their rarity, they are lethal because of their one-hit-kill nature.

Police Car	
	
Type	Vehicle
Speed	Very Fast
Characteristics	Rarely appears and travels really quickly.

## Appearance

The police cars in Crossy Road appear as the stereotypical police cars in real life. They are the same size as cars, blue and white, and have police light bars, that flash on top. It also appears as Pac-Man when using Pac Chicken or any of the Pac-Man Ghosts.

## Avoidance

Police Cars can be easily avoided if the player follows this common strategy:

Wait until the roads are nearly empty, but if one road is completely empty, the Police Car might be coming.

Sprint across with caution. No strategy is without its flaws. If the player waits too long, they will be killed by the eagle. If the player over-taps, they can pass the grasslands that sometimes divides other lanes and go straight into the middle of a river, railroad, or other road.

Unlike other cars, a police car gives an "early warning." Right before a police car passes, a flash of blue light will occur on the road it is going to be on. This can tell the player whether it would be safe to go or not. After the police car goes by, another flash of light will appear on the road it just drove on. However, patrol cars are the most difficult to avoid due to their sudden appearance that can kill an unprepared player quickly.

Also, it is advised to not stay on a road for a long period, a police car can be really deadly for an unprepared player as it travels nearly as fast as a train.

### **Trivia**

The police car can appear on any road.

The police car is the fastest non-train automobile.

The horizontal lane the police car is in has to be empty.

It seems to be based on New York Police Department's police cars.

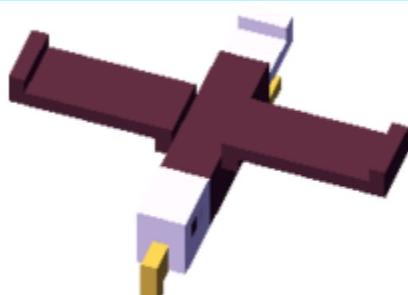


Police Car

## Obstacles : Enemies

### Eagle

The Eagle is a non-playable character in Crossy Road. Throughout gameplay, the Eagle may be encountered as an enemy.

Eagle	
	
Type	Enemy, Bird
Characteristics	The Eagle will pick up the player if the player idles for too long



The Eagle in sunset



The Eagle in a desert



The Eagle getting near Forget-me-not

## **Appearance**

### **Regular**

The Eagle looks like a bald eagle in real life, with a white head and a brown body. It also appears to be massive, bigger than the player, and is able to pick them up with ease.

### **Seagull**

When playing as Fish N' Chips, the Eagle is replaced by a seagull. The seagull has the same structure as the Eagle. However, it is white with black rings on its feathers, and it has an orange bill.

### **Pac-Man**

When playing as any of the Pac-Man characters, the Eagle is replaced by a glitch with a mixture of colorful numbers, letters, symbols, ghosts, and happy faces.

### **Bat**

When playing as any of the Halloween Update characters, the Eagle is replaced by a bat.

### **Framed**

When playing as Framed, the Eagle is white.

### **Brazilian**

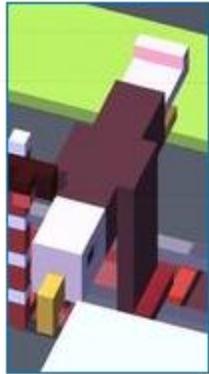
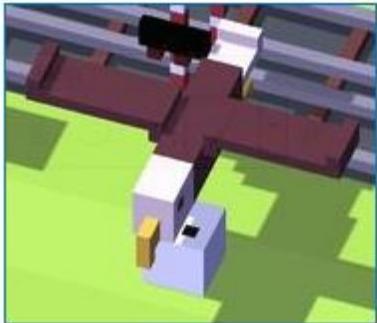
When playing as any of the Brazil Update characters, the Eagle is replaced by a giant blue macaw. Same structure, but in all blue and a black beak.

### **Threat**

The eagle is a threat because if the player idles for too long or goes backwards three lanes, the eagle will come and snatch the player's character instantly. This will end your run. When playing as a Pac-Man character, the glitch will swallow up the player if they idle for too long.

## **Avoidance**

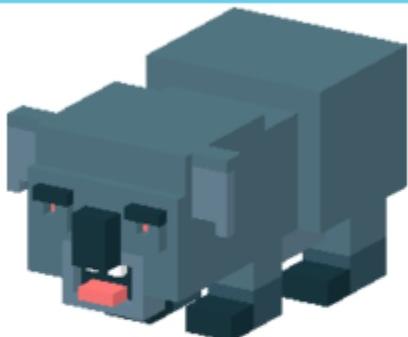
The eagle is possibly the most easily avoidable obstacles in the game. Simply by always moving forward and not staying still for over five seconds, the player can avoid the eagle's swift death.



The Eagle about to snatch  
Schoolgirl

## Drop Bear

The Drop Bear is a playable mascot released in the Australian update. It is one of the mascots that cannot be unlocked by the Prize Machine as it is a secret mascot. It also appears as a dangerous obstacle in the Desert terrain.

Drop Bear	
	
Type	Australia, Obstacle, Mascot
Price	N/A (See How to Obtain)
Characteristics	Australian terrain appears when playing as Drop Bear

## Appearance

The Drop Bear is modeled off a fictitious Australian marsupial with the same name. It seems to very much resemble the Koala, but with a dark blue-gray body, larger head and ears, wider open mouth, and small red eyes.

## Characteristics

### As a Mascot

While playing as the Drop Bear, the surrounding terrain will be Australian-themed, with grasslands being replaced by deserts and with the enemies being the Eagle and the Crocodile. Interestingly, the Drop Bear itself doesn't appear as an enemy. However, the Eagle and Crocodiles are still present and pose a threat towards the player.

## **As an Obstacle**

The Drop Bear is also a threat when playing as any other Australian Mascot because if the player goes near a tree that the Drop Bear is perched on, it will drop down onto the player and consequently kill them. However, the Drop Bear can be avoided by going far away from the tree it is on, or by playing with a non-Australian mascot or even the Drop Bear itself, making the obstacle disappear. If the player is near the Drop Bear and gets killed by the Eagle, the Drop Bear will make a large pounce at the spot the player was on only to find the Eagle has already got to the player.

## **How to Obtain**

It cannot be unlocked by the Prize Machine, but through a special method. The player must play as any Australian character. Rarely, the player will encounter the Drop Bear sitting on a tree. The player must go to the tree, where it will jump onto the player, killing it. Once it happens, it is unlocked.

## **Trivia**

The Drop Bear is a reference to the real life Drop Bear itself, a fictional Australian marsupial with a similar appearance to a Koala. It is said to attack people by sitting on a tree, and dropping on someone's head if they got close enough.

This would explain the Drop Bear's resemblance to the Koala and the fact that it kills the player by dropping on top of them out of a tree, killing the player instantly.

The legend says also that people with Australian accents, will get ignored by Drop Bear, and in game Ben, Matt and Andy will never meet Drop Bear, despite them being Australian mascots.

It is confirmed that the Drop Bear is a wild koala.

The Drop Bear is the only animal that is an enemy and a mascot.



Drop Bear waiting for the Kangaroo to come nearby.



Two Drop Bears seen together.



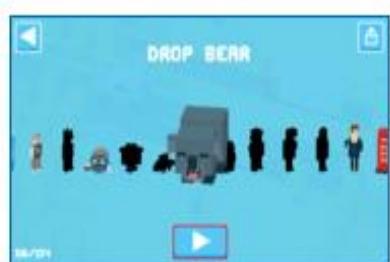
The Wombat is about to encounter Drop Bear.



The Kookaburra encountering the Drop Bear after the UK & Ireland Update. Notice the Drop Bear's new texture.



Drop Bear before being unlocked.



Drop Bear after being unlocked.

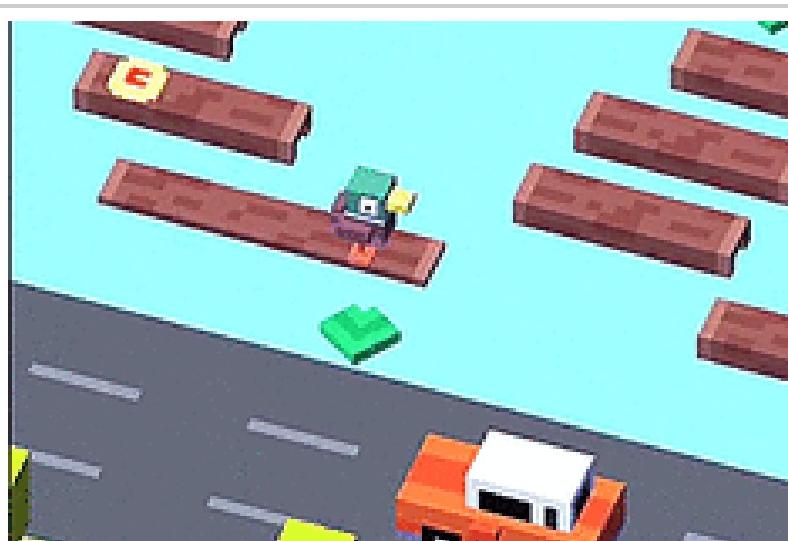
## Techniques

This is a list of Crossy Road techniques.

### Coin Collecting

Coin Collecting is a basic technique that all players may use. To execute, the player must scan the lanes and locate a small, gold, circular object with a red "c" in the center. The player must then actively move the mascot directly on top of these objects. Doing so will result in the accumulation of a coin that will be added to the player's bank.

While not required for competitive play, Coin Collecting is an important tech for common players to gain money for unlocking new mascots with different features.



An example of a [Mallard](#) performing a log-cancel successfully

## **Looking Both Ways**

Looking Both Ways is an essential technique used by players that helps predict obstacles ahead of time and allows the player to progress faster and more efficiently. To accomplish this, right before a road, look at the right and left sides of the screen (horizontal mode) and observe any incoming entities. If the player is skilled enough, they can cross the street faster than a newcomer in the Crossy Road world.

## **Log Canceling**

Log Canceling is an advanced technique used by competitive players of Crossy Road. To execute, the player must swipe to jump at the moment before the log in front of the player lines up with the current spot, resulting in the mascot jumping on to the log successfully.

This technique is moderately challenging for beginner play, as it requires specific timing to land on the log without falling in the water. However, this technique can be rewarding if practiced and used often.

## **Tailgating**

Tailgating is an advanced technique used for crossing long lengths of road in Crossy Road. To execute the technique, the player must run the mascot onto the first lane of highway, followed by the jumping sideways to follow the motion of the car. This technique can be used until the player's mascot is safe to jump into subsequent lanes of oncoming traffic.

This technique is optimal for lengths of highway over 5 lanes, typically found as a player advances in the game.

## **Jump Canceling**

Jump Canceling is an advanced technique utilized by competitive players. To execute the tech, the player taps to jump forward and then immediately after swipes backwards to cancel the jump, effectively avoiding the forward jump and a potential collision. Jump Canceling is used in both competitive Crossy Road and casual play as a method of survival.

## **Dash Dancing**

Dash Dancing is an advanced technique utilized for maneuverability by speed-based competitive players. To execute dash dancing, swipe left and right in quick succession. This tech covers a greater area than just standing still. This compresses advancing lanes from 2 moves (swipe sideways, then swipe up) to a single fluent action (swipe up). When combined with Looking Both Ways, this technique is useful for competitive speed running as it allows the player to make quick decisions crossing long highways.

## **Juking**

Juking is a professional technique utilized by competitive players to avoid obstacles and entities alike for the better. To perform a juke, simply use Looking Both Ways, but rather than immediately skip ahead into oncoming traffic, hold the mascot in place until the entity right in front of the mascot passes by. Juking can not only be used to counter traffic activity, but it can also be used to avoid incoming trains or even a failed attempt at Log Canceling. The practice is the same as for traffic in trains, however for logs, it works the opposite way; instead of waiting for the log to pass by, hold the mascot in place until a log comes in.

## **Reverse Logging**

Reverse Logging is an advanced technique used when crossing logs (and Lily Pads) near the edge of the screen. Instead of crossing forward, you cross backwards into a previous lane of logs going the opposite direction. It creates a safer option that can allow you to cross with less danger of being stuck without anything to cross. Combined with Log Canceling and Juking, you can survive unfavorable lanes, for example a slow row of logs only one cell in length. A similar technique can be done with cars, but seeing as cars do not move you automatically, it can be seen more as basic dodging than Reverse Logging.

## **Train Dodger**

Where you avoid cars by standing on railways

## Concepts

These are a collection of concepts and concept art, much of which comes from Ben Weatherall's Twitter account and Tumblr Account. This page may also contain spoilers.

### American Update

American Update has not yet been given an official name and also contains speculation.

America is believed to be the theme of an update in the future, judging by various pieces of concept art



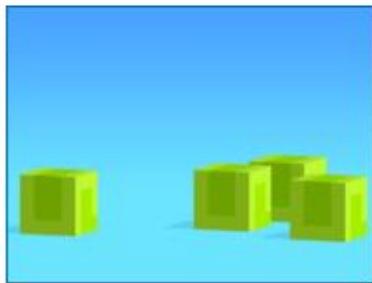
Tennis Player



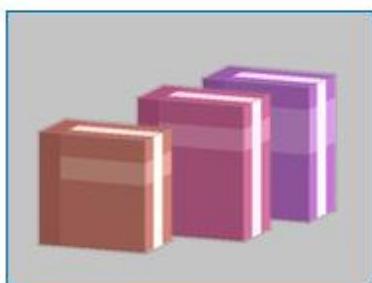
American Football



Skateboard



Tennis Balls, probably to go with the Tennis Player



## Future Concepts



Matt Hall said they would work on this design ↗



A keyboard

A bunny with a different color than those already released in Crossy Road

Goats



A robot

These are also designs for upcoming versions of Crossy Road, but are not set to be released in the next update.

The Hurdler came in the Fitness Update, and the Cyclist.

## Old Designs



Old design of the [Wombat](#) (note the colour difference)



What Ben refers to as a "Blocky Dinosaur". It is unknown whether this was ever going to be included in the game. It's possible that this later became [Nessy](#).



A Panda seen on the Yodo1 Games' Crossy Road page, even though there isn't a panda in the game



Balloons, originally set for release in the UK & Ireland Update. It's unclear where these were going to be used.

These were designs that were either altered at a later date or never included in the final version.

## **Glitches and Oversights**

### **Glitches**

#### **General**

When an ad is playing after death, cars and trains can still be heard.

If you jump right as you get swept away, the log you jumped on will pass through the other logs in that lane as seen in this video.

If a truck drives right next to Rail Lights, the truck will pass right through the bottom of the Rail Lights.

Very rarely, if a player squats immediately after landing on a crocodile's head, the crocodile will not eat them.

Extremely rarely, a crocodile can be seen drifting vertically instead of horizontally (see video below). Also, if the horizontal crocodile is next to a road, vehicles will pass through the part of the crocodiles that glitches onto the road.

If the Drop Bear lands on the player while they are on a river, the Drop Bear and the players squashed body will hover over the river

If the Eagle is summoned while the player is on a road, cars will be able to pass through the player as if it didn't exist.

If the Eagle is summoned while the player is on a river, the logs underneath the player will continue to move, sometimes suspending the player in mid-air above the river.

If the Drop Bear drops on a player right before the Eagle comes, the Eagle will take the Drop Bear as well as the player.

If the Drop Bear drops on the player on a road, cars go through the Drop Bear as if it doesn't exist.

When jumping into the back of a gas truck, the gas truck sometimes does not explode.

Rarely, when getting killed by the eagle, the camera will go forward and will not stop. This does not count towards your score.

If the player gets killed in the edge of a grassland, there is a chance that the mascot will glitch under the grass.

If the player starts tapping when the game is on the blue loading screen, they will get a slight head start.(for some android devices)

If your device lags in the game and the player crashes into a car, they will stay where they are and not follow the car.

If a tree happens to appear next to the rail lights, it will glitch into the rail light.

Sometimes, the screenshot of a player's death caused by a train will not render properly.

### **Image glitch**

Sometimes two boxes promoting a certain game/mascot (shown after death) may overlap with each other.

### **Overlap glitch**

### **Mascot Specific**



example of two boxes  
overlapping each other



Example of a screenshot being  
improperly rendered

Swift Snail's slime trail goes across water and when getting carried by the eagle in the air.

When the Drop Bear drops on a large enough mascot, the Drop Bear will glitch through the mascot for a split second.

Swift Snail's slime trail gets slightly thinner when it is on grasslands.

If a player dies by hitting a vehicle (besides a gas truck) while playing as a Ghost, even after the vehicle has completely driven away there still will be a faint glow where the vehicle drove out of sight.

If the player is playing as the Lucky Cat and "squats" (holds down on the screen) right in front of a road, all vehicles (except for the Blue Car) will pass through the front of Lucky Cat's face.

This is also true for Tabby Cat, Unlucky Cat, Doge, Wolf, Pew Die Pug, Scruffy Dog, Marmalade Dog, Big Fat Pig, Giddy Goat, Dingo, Platypus, Nessy and Floppy Fish.

If a mascot gets run over by a car, they might glitch through the car for a second. This only happens if the mascot is big enough.

On the Samsung Galaxy Trend Plus the Emo Goose glitches (see Gallery).

If the player waits for 2-3 minutes as the Dragon before starting the run, the Dragon will continuously breathe fire (see Gallery).

Occasionally, poop from the Poopy Pigeon may float on water.

If the White Llama jumps into the Brown Llama they both stay alive until you jump again, then the Brown Llama dies (see Gallery and this video at 3:35), whereas if the Brown Llama jumps into the White one it dies as expected.

If the Brown Llama blows up a truck and the White Llama survives - if you then jump into the black hole the exploding truck has left the white one dies (see Gallery and this video at 3:00).

When playing as Framed, and another person sees them, and the Framed leaps into a river, the other person will lean over the river too.

While playing as the K-Drama Actor, sometimes the fans will hover above the air.

On some Android devices, after the last update, the Emo Goose, Frankenstein, Fancy Gent and Fancy Lady glitches. Only their specific sound is heard.

The basketball of the Baller can levitate above water.

## **Obstacles**

Sometimes, two A Crows can overlap each other when they are generated adjacent towards each other, and faces each other.

## **Technical**

If a notification from another app pops up during gameplay, it may freeze/lag the game. Sometimes it may even crash the game.

If the player exits the game during gameplay, then re-enters, it will most likely freeze/crash the game.

If played for an extended amount of time, the game may crash.

## **Oversights**

Even though the eagle carries the player in the air, Swift Snail still leaves a slime trail when getting picked up by the eagle.

If the player stands on a crocodile tail while playing as the cockatoo, they will appear to be slightly hovering over the river.

When a player dies as Frankenstein, the little "snapshot" of their death will be in color, even though the world is black and white while playing as him.

This also applies to the Emo Goose. Even though it is raining while playing as him, the death "snapshot" shows no rain.

The death "snapshots" of the Ghost and Grave Digger are also inconsistent with the in-game visual conditions.

This also applies to Fancy Gent and Fancy Lady.

The Paparazzi will continue to take pictures of the Celebrity after the run has ended.

They will also continue to take photos if there is an obstacle in the way.

The Vampire Bat Form of The Vampire falls straight into the river despite it flying (the same applies to flying butterfly).

Sometimes, if a mascot is big enough, the bottom of the mascot will glitch through a train track (Ex, Forget-Me-Not or the Phone Box).

When playing as Michael Boom, explosions that are near/on any automobiles will not affect them at all.

### **Mascots**

Mascots are the playable characters in Crossy Road. Many characters have unique visual, sound or terrain effects, but they do not alter the gameplay mechanics.

Most mascots can be unlocked through the Prize Machine or purchased through IAPs (In-App Purchases), but some must be unlocked through other means. It is possible to get a repeat of a character in the Prize Machine, so not every use of it is guaranteed to yield a new mascot.

It should be noted that Piggy Bank, Psy, and Pac-Man are not included on the bottom mascot counter, so even though the mascot counter may say that there are 160, there are actually 163.

### **List of Mascots**



Character Collage

There are currently 163 mascots in total. 160 for iOS, 159 for Android, 155 for Amazon versions. There are actually 160 for iOS, 142 for Android, 132 for Amazon versions, but if you count Piggy Bank, Pac-Man, and Psy, you will get the number of mascots above.

## **Original**

Chicken

Mallard

Baby Duck

Kiwi

Poopy Pigeon

Giddy Goat

Fluffy Sheep

Black Sheep

Cow

Mad Bull

Big Fat Pig

Thoroughbred

Unihorse

Scruffy Dog

Marmalade Dog

Pew Die Pug

Doge

Wolf

Lucky Cat

Unlucky Cat

Tabby Cat

Brown Bunny

Grey Bunny

Lovely Bunny

Capybara

Tree Frog

Swamp Frog

Desert Frog

Jungle Frog

Penguin

Floppy Fish

Fast Tortoise

Swift Snail

Flea

Crazy Ol' Ben

Celebrity

Hot Shot

Baller

Mad Wizard

The Dark Lord

Grave Digger

Ghost

Vampire

Frankenstein

Zombie

Specimen 115

Rusty Robot

Android Robot (Android only)

Forget-Me-Not

Epoch

Hipster Whale

### **Christmas Update**

Festive Chicken

Dragon

Gifty

### **Australian Update**

Emo Goose

Kangaroo

Platypus

Echidna

Kookaburra

Wombat

Koala

Dingo

Cockatoo

Disco Zoo

Crab

Drop Bear

Andy Sum

Ben Weatherall

Matt Hall

### **Chinese New Year Update**

Fortune Chicken

Xi

Cai Shen

New Years Doll

Chinese Monster

### **UK & Ireland Update**

#TheDress

Butterfly

Badger

Fox

Squirrel

Queen's Guard

Bobby

Piper

Fancy Lady

Llama

Fancy Gent

Schoolgirl

Fish 'N Chips

Chimney Sweep

Telephone Box

Loch Ness Monster

Leprechaun

### **Micro Update**

Framed

BAG-IT!

Archie (Rocky)

Jughead (Ace)

Michael Boom

Rugby Player

### **Korean Update**

Seoul Chicken

K-Drama Actor

Jindo

Kimchi

Seonbi

Taekwondo Master

Korean BBQ

Korean Drummer & Pro Gamer

## **Pre Pac-Man Update**

Skip

Rattles

3.1

Gazelle

Giraffe

Zebra

## **Pac-Man Update**

Pac-Chicken

Pac-Man

Blinky

Inky

Pinky

Clyde

## **Halloween Update**

Skeleton

Witch

Scaredy Cat

Mummy

Pumpkin

## **Monument Valley, Land Sliders and Shooty Skies Update**

Qw33goorpps

Hooty

Shooty Cat

Turny

Astronaut

Ida

A Crow

The Storyteller

## **Fitness Update**

Runner

Cyclist

Hurdler

## **Christmas Update 2015**

Snowman

Pudding

Reindeer

Tió de Nadal

Birthday Kid

Grablin

Purple Bloop

Yeti

## **Brazil Update**

Brazil Chicken

Flag Bearer

Carnaval

Capoeira

Jaguar

Blue Macaw

Marmoset

Football Player

Pandeiro

Toucan

Tourist

Maned Wolf

Coconut Water

## **Disney Update**

Mickey Mouse Costume Chicken

Spring Hare

## **Easter Update**

Daddy

New Year's Doll

Fire Monkey

Easter Bunny

Chinese Monster

## **Pay Only Mascots**

Piggy Bank

Psy

Pac-Man (free)

## **Secret Mascots**

The following is a list of the secret mascots, as well as some showing how to unlock them:

Secret Mascots Mascot

Ace

Andy Sum

Ben Weatherall

Blinky

Cai Shen

Chinese Monster

Clyde

Coconut Water

Crab

Drop Bear

Gifty

Hipster Whale

Inky

Leprechaun

Matt Hall

Michael Boom

Nessie

Pinky

Pro Gamer

Purple Bloop

Rugby Player

Telephone Box

The Totem

Yeti

*Happy Gaming*